FOR THE ATARI 400™/800™/1200XL™ HOME COMPUTERS

Congo Bongo™

OFFICIAL ARCADE VERSION

SEGA®

VIDEO GAME CARTRIDGE

You're a hunter on a jungle safari. The jungle is full of creatures determined to give you a run for your life, but none of them can match the mischief of CONGO BONGO, the gorilla.

The object of the game is to get even with CONGO while collecting as many points as possible. But watch your step . . . one slip and it's safari heaven!

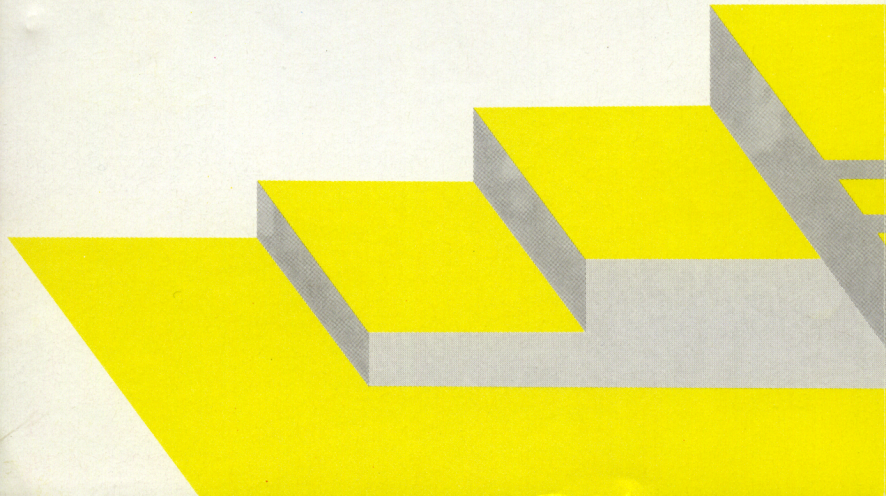
CONGO BONGO features:

- ONE OR TWO PLAYER JUNGLE FUN
- TWO TROPICAL 3-D GRAPHIC GAME SCREENS
- MULTIPLE PLAY LEVELS OF INCREASING DIFFICULTY

USING YOUR CONTROLS

When you turn the game on you see the CONGO BONGO logo screen with the high score. The screen changes and asks you to choose one or two players and if the game is controlled by keyboard or joystick.

"1" is pushed for one player game.
"2" is pushed for two player game.
"J" is pushed for joystick controls.
"K" is pushed for keyboard controls.



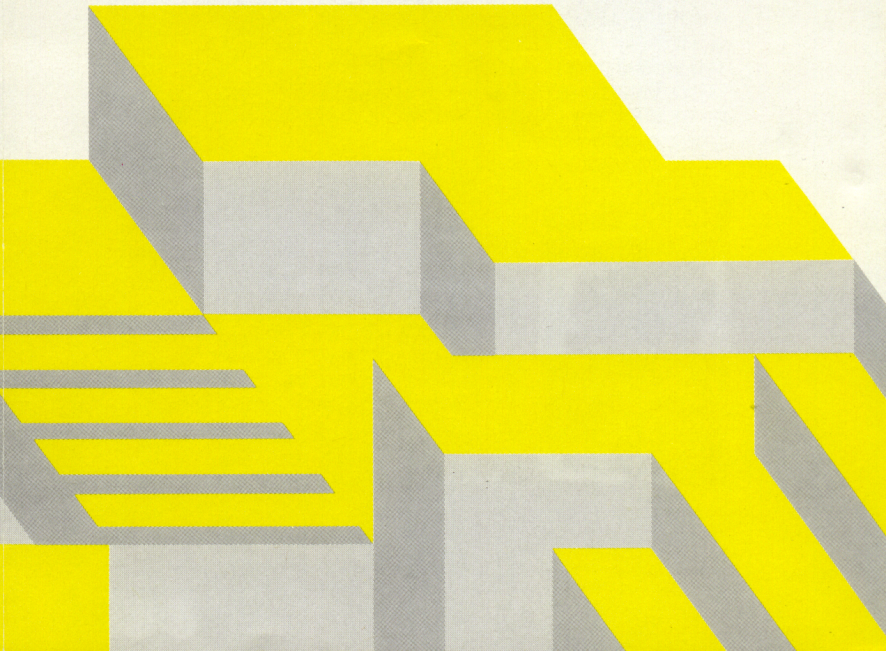
When The Joystick is used, player one uses the left control and player two uses the right control. The joystick is used to make the hunter walk or climb. The fire button is used to make the hunter jump.

When The Keyboard is used, a nine-key square is used to control the hunter. The keys used are:

"T"—UP LEFT
"Y"—UP
"U"—UP RIGHT
"G"—LEFT
"J"—RIGHT
"B"—DOWN LEFT
"N"—DOWN
"M"—DOWN RIGHT
"H"—STRAIGHT UP

To make the hunter jump, either SHIFT key is pushed at the same time as a direction key. To make the hunter jump straight up, the "H" key is pushed at the same time as a SHIFT key.

In a two player game the players take turns alternately.



HOW TO PLAY

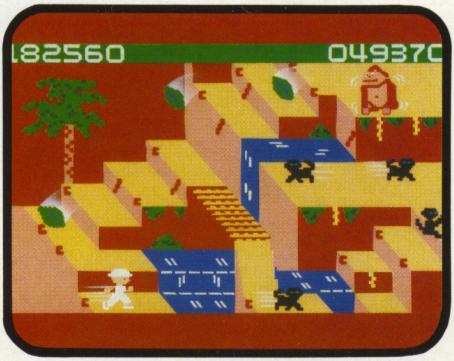
THE SCREEN AND GAME PLAY CONGO BONGO consists of two separate jungle scenes. Above the jungle scenes you see player scores and to the right of each score is the number of lives that player has left indicated by small hunters. Between each player's score is the player number, one or two. The bonus points and the play level are at the upper right corner of the screen.

SCREEN #1

The first screen takes you to Jungle Mountain. Here you try to reach CONGO at the top of his perch. You must climb up the mountain while avoiding the coconuts falling from the top of CONGO's perch. You lose one of your three lives each time you:

- GET HIT BY A COCONUT
- FALL INTO THE WATER
- FALL OFF A LEDGE
- RUN OUT OF BONUS TIME

When you jump across the chasm the cliff falls and you can't jump back.



You then climb to Monkey Plateau. At the first level of play no monkeys jump on you. At the second level, one monkey can jump on you, preventing you from going farther. After the second level of play, two monkeys can jump on you and actually throw you over the cliff. To get the monkeys off your back, you must jump *three* times without moving directions.

After you cross the river, avoiding the coconuts you will reach CONGO'S perch then automatically move to the next screen.

SCREEN #2

Now you've reached The Great River. Try to cross the lagoon on lily pads, by jumping on islands, hippos and fishes and once you've crossed, watch out for charging rhinos on the other side.

Just as in screen #1, the jungle dangers increase as the play levels advance.

1. The lily pads shrink each round.
2. At the first and second levels the fish won't open their mouths to snap at you. At levels three and four only the two fish on the far right open their mouths. From the fifth play level up, all four fish open their mouths to snap at you. When you are on a fish that snaps you lose one life. The fish will warn you before they snap by changing the color of their heads to yellow.

When you reach the other side of the river you have to watch for raging rhinos. When you reach the sleeping CONGO, you get to give him the hot foot he deserves. After a brief pause to enjoy your victory you automatically find yourself back at screen #1 but at the next, more difficult play level.
On screen #2 you lose a life each time you:

- FALL OFF A SHRINKING LILY PAD
- GET EATEN BY A FISH
- FALL OFF A FISH
- GET HIT BY A RAGING RHINO
- FALL OFF AN ISLAND
- FALL OFF A HIPPO
- BONUS TIME RUNS OUT

SCORING

You begin each screen of play level #1 with 5000 bonus points. The number of bonus points steadily decreases by 100 points until you reach zero and have run out of time. As you advance play levels the beginning number of bonus points is higher:

PLAY LEVEL 2	6000 points
PLAY LEVEL 3	7000 points
PLAY LEVEL 4	8000 points
PLAY LEVEL 5 or more	9000 points
EACH STEP TAKEN	10 points
JUMPING ONTO A HIPPO, FISH or a LILY PAD	100 points
JUMPING ACROSS THE CHASM	500 points

When you earn 10,000 points you receive an additional life.
Lose a life when your bonus time runs out.

PLAY HINTS

1. At the beginning of the first screen, there are some safe spots on the far left where you can avoid coconuts.
2. To cross the bridge, notice that the coconuts come in waves.
3. On Monkey Plateau, there are a few safe spots near the river's edge.
4. HAVE FUN!

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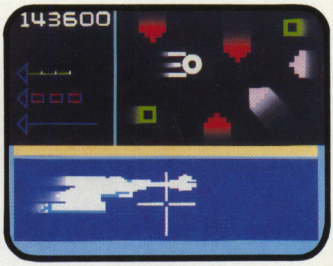
STAR TREK™

STRATEGIC OPERATIONS SIMULATOR

VIDEO GAME CARTRIDGE



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Destroy deadly KLINGONS and ANTI-MATTER SAUCERS as you gain the nerve and skill to be victorious against the Federation's most awesome enemy...the mine-laying NOMAD!

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OFFICIAL ARCADE VERSION

MORE GREAT GAMES FROM SEGA

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PLANET OF ZOOM

VIDEO GAME CARTRIDGE

Now, bring the 25th century into your home with the thrilling new home version of the arcade favorite, Buck Rogers—Planet of Zoom.

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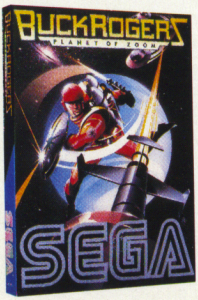

- ONE PLAYER COSMIC COMBAT
- EXPLOSIVE 3-D COLOR GRAPHICS
- THREE GALACTIC SCREEN DISPLAYS
- FAST PACED TIMED ACTION
- DEMANDING PILOT SKILLS AND CHALLENGES
- JOYSTICK CONTROLS

Now you can experience the thrills and challenges of cosmic combat like never before... after all who knows space better than Buck Rogers and who knows great games better than SEGA!

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